ADVENTURES OF LOLO™

TM AND © HAL AMERICA, INC. 1988
ALL RIGHTS RESERVED

Printed in Japan

NES-AV-USA

ADVENTURES OF LOLO™

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System.

This game is licensed by Nintendo for play on the

Nintendo ENTERTAINMENT SYSTEM®

Nintendo® and Nintendo Entertainment System® are trademarks of Nintendo of America Inc.

HAL™

HAL AMERICA INC.

The Funatic Specialists

CARE OF YOUR GAME

1) Always make sure the power is off when inserting or removing the game pak from your computer.
2) This is a high precision game pak. Avoid subjecting it to extreme temperatures or shock. Store at room temperature. Never attempt to dismantle or open the game pak.
3) Do not touch the terminal leads or allow them to come in contact with water or the game circuitry will be damaged.
4) Never insert your fingers or any metal objects into the terminal portion of the computer. This can result in malfunction or damage.

THANK YOU

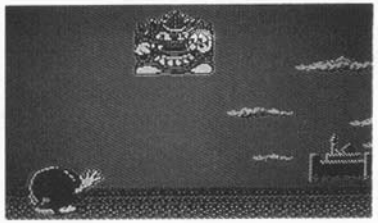
for selecting this exciting new game from HAL AMERICA, INC., "HAI". Please read this instruction booklet to ensure proper handling of your new game, and then save the booklet for future reference.

THE STORY 3
HOW TO USE THE CONTROLLER 4
HOW TO PLAY THE GAME 5
DISPLAY OF THE MAIN SCREEN 6
ITEMS 7
ENVIRONMENT 8
MAGIC SHOTS AND POWER . . . . . 9 & 10
CHARACTERS 11
GAME OVER AND CONTINUE 12

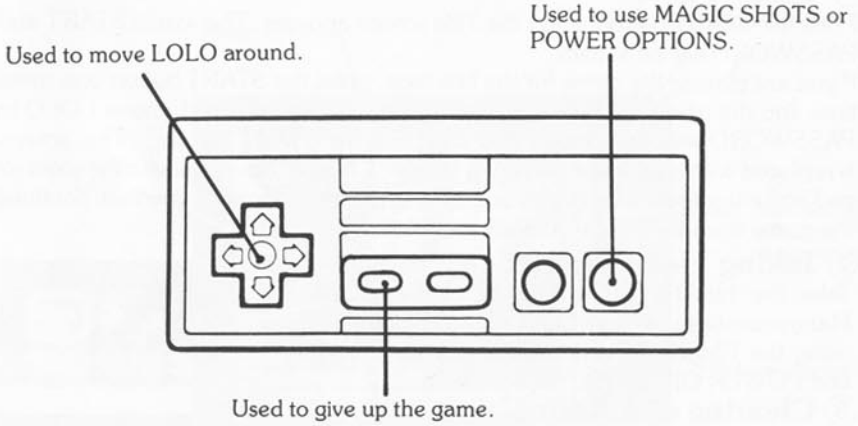
THE STORY

To save the country of Eden from the Great Devil's destruction the King of Eden dispatched Princess LALA to seek help. Prince LOLO was requested to accompany LALA back to Eden. On the way back The Great Devil kidnapped LALA right in front of LOLO.

To save Eden and rescue LALA, Prince LOLO went to the Devil's Haunted Castle. LOLO is not blessed with strength or agility but possesses great courage, high IQ and a lot of patience. Can LOLO save LALA after solving an almost endless series of mazes?



HOW TO USE THE CONTROLLER



When you come to a deadlock or notice wrong actions halfway, press SELECT. The game is given up, but you can challenge it again.

HOW TO PLAY THE GAME

① Game Start.

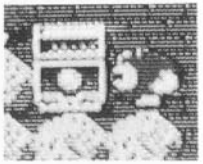
Press the START button when the Title screen appears. The words START and PASSWORD will be shown.

If you are playing the game for the first time, press the START button one more time and the game will begin. From the second game onward, move LOLO to PASSWORD with the control pad and press the START button. The screen is replaced with a password entering screen. Choose the letters with the control pad and enter them with the 'A' button. When this is done, you may continue the game from the room you last completed.

② Taking Heart Framers.

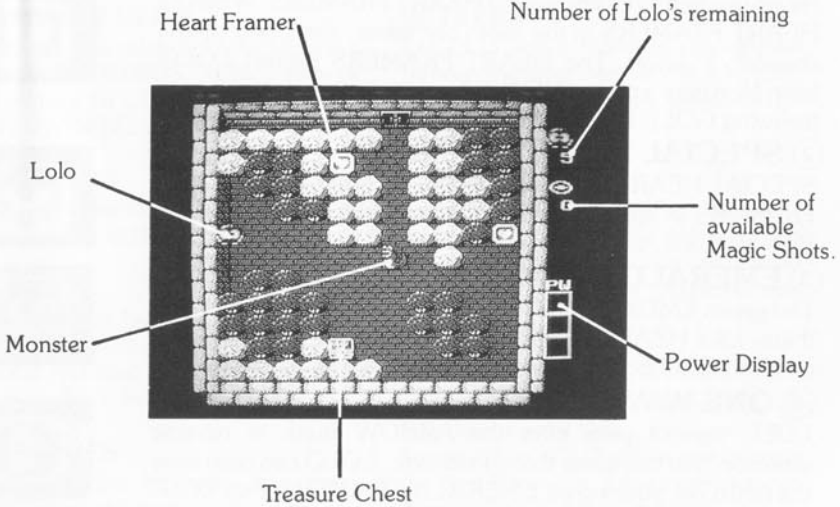
Take the HEART FRAMERS by moving LOLO. Many monsters will block LOLO's way. Confine them using the EMERALD FRAMERS, MAGIC SHOTS and POWER OPTIONS.

③ Clearing of A Room.



When LOLO takes all the HEART FRAMERS on the screen, a chest will open containing a Jewel. Removing the Jewel clears the room. The Castle has TREES, ROCKS, FLOWER BEDS, RIVERS, and DESERTS.

DISPLAY ON THE MAIN SCREEN



ITEMS

① HEART FRAMERS

Heart-marked blocks represent HEART FRAMERS. When all HEART FRAMERS in the room are taken, the Chest opens showing a Jewel. The HEART FRAMERS protect LOLO from Monsters' attacks (MEDUSA's menancing gaze or flame-throwing GOL). It can not be moved.

② SPECIAL HEART FRAMERS

SPECIAL HEART FRAMERS are identical to regular HEART FRAMERS in appearance, but have a hidden infinite power. By taking one, you can gain two MAGIC SHOTS.

③ EMERALD FRAMERS

The green EMERALD FRAMERS can be moved by pushing them. Like HEART FRAMERS, EMERALD FRAMERS can protect LOLO from Monsters' attacks and can confine them.

④ ONE-WAY PASSES

LOLO cannot pass over the ARROW mark in reverse direction, but can enter through its side. LOLO can pass over the ARROW pushing an EMERALD FRAMER or an EGG. The direction of the ARROW can be changed using POWER. Monsters move in any direction regardless of the ONE-WAY PASS.

ENVIRONMENT

① FLOWER BEDS

LOLO can seek safety from the Monsters in the FLOWER BEDS, but they will wait and pounce on LOLO when he leaves the FLOWER BEDS.

② DESERTS

LOLO can enter DESERTS freely, but his walking speed will be cut in half.

③ LAVA

EGGS can not be floated over LAVA. LOLO can pass over it using POWER of a BRIDGE. He must hurry, or the BRIDGE may burn down from the heat.

④ BRIDGES

LOLO and the Monsters may cross BRIDGES at any time.

⑤ TREES

LOLO or active Monsters cannot pass through the trees. Neither can a MAGIC SHOT, but some Monsters' attacks can go through the trees.

⑥ ROCKS

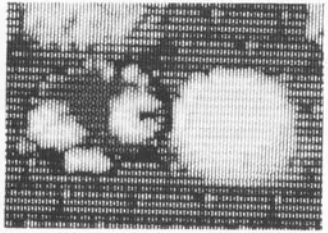
Neither MAGIC SHOTS, Monsters' attacks, LOLO nor active Monsters can pass through a rock, but you can destroy the rock by using the power of the Hammer.

⑦ RIVERS

LOLO is able to keep EGGS afloat and ride them on the water. If the current is flowing, then LOLO will be able to cross the river. However, if the current is not flowing, he will sink on the spot.

MAGIC SHOTS

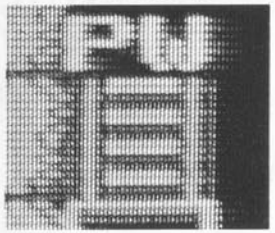
MAGIC SHOTS become available when certain HEART FRAMERS are taken. A Monster hit with a MAGIC SHOT turns into an EGG. The EGG can be pushed around, but it will revert back to a Monster after some time. When shot with a second MAGIC SHOT, an EGG flies out of the screen and will not return for a while. After some time, it will reappear in the form of the Monster at its original position. The EGG may be floated to enable LOLO to cross rivers. Current flows only in specific directions. If there is no current flow, the EGG will sink and LOLO will be lost if he is on board.



POWER

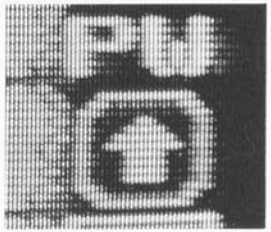
When one of the marks shown below appears on the display, the indicated power may be used,but only after a HEART FRAMER has been taken. MAGIC SHOTS are not available when POWER is used.

BRIDGES



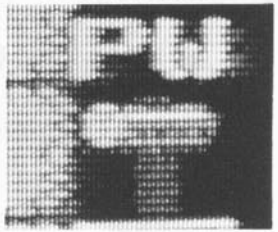
A Bridge can be spanned by facing LOLO toward narrow rivers and pressing Button A.

ONE-WAY PASSES



The direction of a One-Way Pass can be changed by pressing Button A with LOLO facing the arrow.

HAMMERS



A hampering rock can be destroyed by using a Hammer. Press Button A with LOLO facing the rock.

CHARACTERS

LOLO

The hero of this game.
A brave prince who fights monsters.

SNAKEY

A lovely harmless monster.

LEEPER

LEEPER will fall asleep after a ho[illegible] on collision.

ROCKY

When faced with LOLO, he will dash forward to pin him down.

GOL

GOL awakes when all Heart Framers are taken, and discharges a flame when LOLO passes in front of him.

ALMA

When coming to LOLO's side, he will roll and dash against LOLO.

SKULL

When all HEART FRAMERS are taken, SKULL will awaken and begin chasing LOLO.

MEDUSA

When LOLO comes near, he will throw the Evil Eye.

DON MEDUSA

He throws a sword around him and moves within a limited range.

GAME OVER & CONTINUE

●Game Over.

If any of the following occurs, one LOLO will be lost from the number of remaining LOLOs displayed at the screen's upper right corner.

1. When caught by Monsters SKULL or ALMA.
2. When attacked by Monsters DON-MEDUSA, MEDUSA or GOL.
3. When lost in water or lava.
4. When you give up by pressing the SELECT button.

The game is over when all LOLOs are lost.

●TO CONTINUE

When you come to GAME OVER, the screen will display the PASSWORD. If you would like to continue the game from where you left off, press the START button. The game will return to the Title screen. Press the START button one more time. The words START and CONTINUE will appear. Press the START button. You are now able to continue the game from where you last left off.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used in accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

—Reorient the receiving antenna
—Relocate the NES with respect to the receiver
—Move the NES away from the receiver
—Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communication Commission helpful:

How to Identify and Resolve Radio-TV interference Problems.

This booklet is available from the U.S. Government Printing Office. Washington, D.C. 20402, Stock No. 004-000-00345-4.

HAL AMERICA, INC. LIMITED WARRANTY

Hal America, Inc., (HAI) warrants to the original purchaser of this HAI software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This HAI software program is sold "as is," without express or implied warranty of any kind, and HAI is not liable for any losses or damages of any kind resulting from use of this program. HAI agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any HAI software product, postage paid, with proof of date of purchase, at its Service Center.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the HAI software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE HAI. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL HAI BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS HAI SOFTWARE PRODUCT.

Some states do not allow limitations on duration of an implied warranty or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.